

STAR WARS BATTLEFRONT™

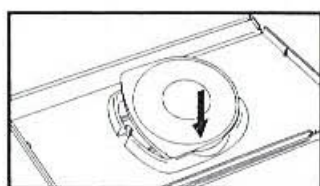
SEQUEL
TO THE
BEST-SELLING
STAR WARS™
GAME
OF ALL TIME!



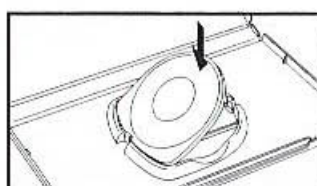
LUCASARTS™

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

ULES-00183

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, another rating system applies). PEGI comprises two separate but complimentary elements. The first is an age rating:



The second is icons indicating the type of content in the game. Depending on the type of game, there may be a number of such icons. The age-rating of the game is appropriate to the intensity of the content. The icons are:



PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

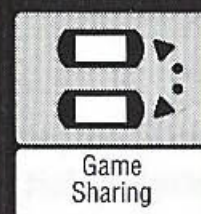
WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

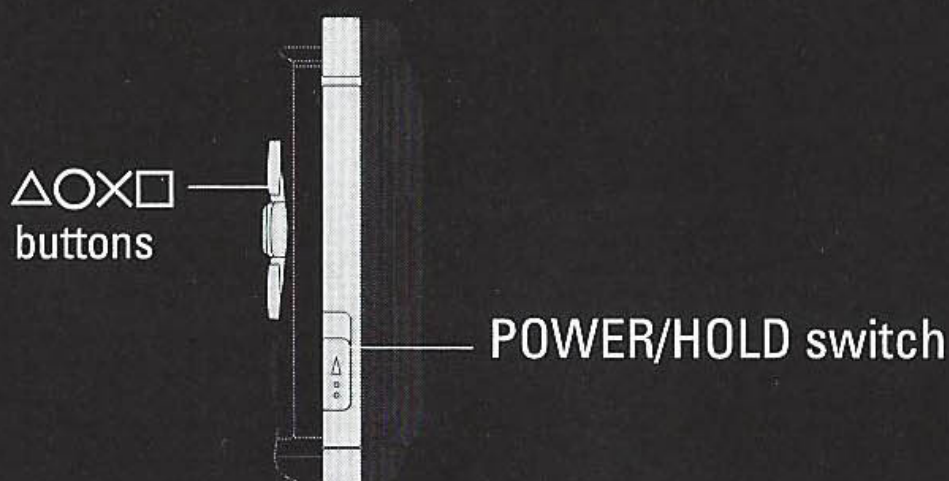
Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

TABLE OF CONTENTS

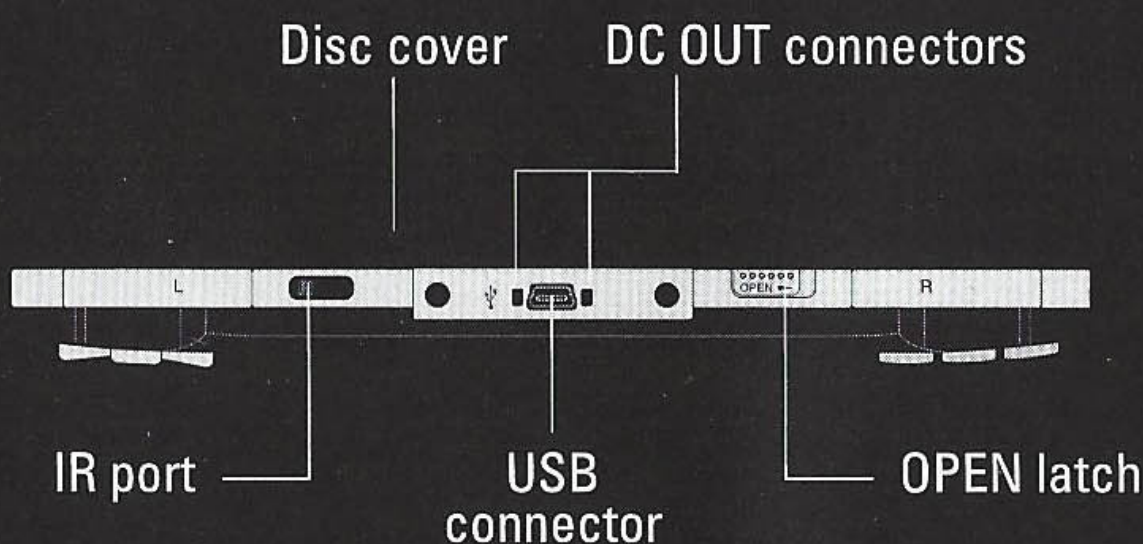
GETTING STARTED	2
STARTING UP	3
DEFAULT CONTROLS	4
BASIC CONTROLS	6
INTRODUCTION	8
CREATING A PROFILE	9
WAGING WAR	9
MAIN MENU	10
OPTIONS	10
GAME OPTIONS	10
AUDIO OPTIONS	11
CONTROLS	11
CREDITS	11
GAME SCREEN	12
PAUSE SCREEN	13
MAP	14
COMMAND POSTS	16
REINFORCEMENTS	17
HEROES	18
VEHICLES	18
PLAY MODES	19
SINGLE PLAYER CHALLENGES	19
GALACTIC CONQUEST	20
INSTANT ACTION	21
MULTIPLAYER	22
SAVING THE GAME	23
ITEMS ON THE BATTLEFIELD	23
MEDALS AND AWARDS	23
CREDITS	24
CUSTOMER SUPPORT	27

GETTING STARTED

Right side view



Front view



SETTING UP

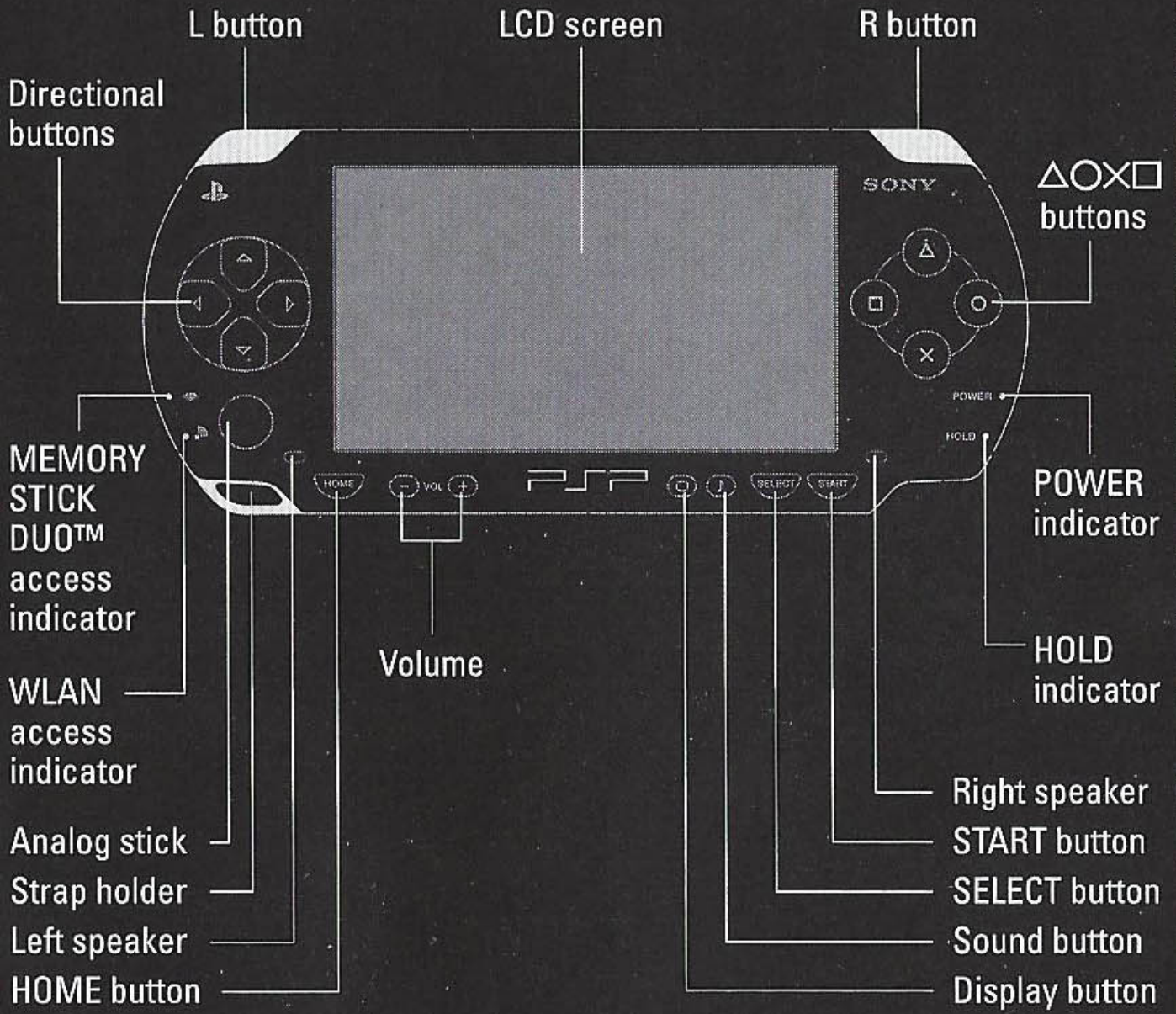
Set up the PSP™ (PlayStation®Portable) system according to the instructions in its instruction manual. Turn the PSP™ on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the *Star Wars Battlefront™ II* disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

Select your preferred language from the PSP™ system Home Menu.

STARTING UP

PSP™ (PlayStation®Portable) System Configuration



MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

DEFAULT CONTROLS

This scheme is for precise control of movement and aiming during combat. Movement is on the analog stick. Free look is on ▲ ■ ● ✕. Primary fire is on the **R** button. All weapons cycle through primary fire.

INFANTRY / JEDI

▲ Button	Look Up
■ Button	Turn Left
● Button	Turn Right
✕ Button	Look Down
Select	Map / Objective Screen
R	Primary Attack / Swing Lightsaber (Jedi)
L	Jump / Droideka Ball Up (Infantry) / Jump (Jedi)
Double-Tap L	Activate Jump Jets (Jet Trooper) Force Jump (Jedi)
Hold R	Jedi Block
Analog Stick	Move Forward / Back and Strafe Left / Right
Directional Buttons Up	Get in Vehicle / Switch at Command Posts (Infantry)
Directional Buttons Left	Zoom (Infantry) / Switch Force Power (Jedi)
Directional Buttons Right	Change Weapons / Droideka Shield (Infantry) Force Power (Jedi)
Directional Buttons Down	Target Tracking

VEHICLE

▲ Button	Look Up
■ Button	Turn Left
● Button	Turn Right
✕ Button	Look Down
Select	Map / Objective Screen
R	Primary Attack
L	Secondary Attack
Analog Stick	Throttle / Strafe
Directional Buttons Up	Get In / Exit Vehicle
Directional Buttons Right	Switch Gunner Position
Directional Buttons Down	Boost

STARFIGHTER

▲ Button	Accelerate / Turbo (double-tap for Turbo)
■ Button	Stunt (used with analog stick to stunt forward/back/left/right)
● Button	Roll (used with analog stick to roll ship left/right)
✕ Button	Brake
Select	Map / Objective Screen
R	Primary Attack
L	Secondary Attack
Analog Stick	Pitch Down / Up and Turn Left / Right
Directional Buttons Up	Get in Vehicle
Directional Buttons Left	Take Off / Land
Directional Buttons Right	Switch Gunner Position
Directional Buttons Down	Target Tracking

BASIC CONTROLS

This scheme is for easiest pick up and play. Movement is on the analog stick. To free look hold **R** to switch analog stick to free look. Primary fire is on **X** Secondary fire is on **○**.

INFANTRY / JEDI

▲ Button	Jump / Droideka Ball Up (Infantry)
Double-Tap ▲	Activate Jump Jets (Jet Trooper) Force Jump (Jedi)
■ Button	Target Tracking
● Button	Secondary Attack (Infantry) / Force Power (Jedi)
X Button	Primary Attack (Infantry) / Swing Lightsaber (Jedi)
Select	Map / Objective Screen
R	Free Look Modifier (holding it down stops player movement, then analog is Free Look)
L	Strafe
R + L Shoulder	centre Camera
Analog Stick	Move Forward / Back and Turn Left / Right
Directional Buttons Up	Get in Vehicle / Switch at Command Posts (Infantry)
Directional Buttons Left	Zoom (Infantry)
Directional Buttons Right	Change Secondary Weapon / Droideka Shield (Infantry) Change Force Power (Jedi)
Directional Buttons Down	Change Primary Weapon (Infantry) Block (Jedi) - toggles on / off

VEHICLE

▲ Button	Jump
■ Button	Boost
● Button	Secondary Attack
✕ Button	Primary Attack
Select	Map / Objective Screen
R	Free Look (holding it down stops player movement, then analog is Free Look)
L	Strafe
R + L Shoulder	centre Camera
Analog Stick	Throttle / Strafe
Directional Buttons Up	Get In / Exit Vehicle
Directional Buttons Right	Switch Gunner Position

STARFIGHTER

▲ Button	Stunt (used with analog stick to stunt forward/back/left/right)
■ Button	Target Tracking
● Button	Secondary Attack
✕ Button	Primary Attack
Select	Map / Objective Screen
R	Accelerate / Turbo (double-tap for Turbo)
L	Brake
Analog Stick	Pitch Down / Up and Turn Left / Right
Directional Buttons Up	Get in Vehicle
Directional Buttons Left	Take Off / Land
Directional Buttons Right	Switch Gunner Position



INTRODUCTION

PRODUCT LICENSE AGREEMENT

Get ready for the sequel to the best selling *Star Wars*™ game of all time! Wage epic battles across the galaxy in addition to three unique game modes, available in both single and multiplayer. Take control of powerful Jedi and legendary heroes while wading into the mayhem. Fight through the cold reaches of space amongst swarms of starfighters. March across war-scarred battlefields from *Star Wars* Episode III: *Revenge of the Sith*. More intense combat. Bigger battles. More unit classes and vehicles. New weaponry and abilities. Welcome to ***Star Wars Battlefront II***.



CREATING A PROFILE

When first starting the game, you must create a profile. The profiles are used to save Single player games and to save option settings. Use the Analog Stick or Directional Buttons to select Create a Profile, and then press the X button to confirm your selection. Then select the difficulty level. After that, you will be prompted to select the control scheme of your choice. You will then be asked if you would like to save your profile. After making the selection you will be taken to the Main Menu.

WAGING WAR

Star Wars Battlefront II offers epic action on a galactic scale through multiple game types. There are many ways to conquer the opposition. Before stepping onto the battlefield, each player selects a class with unique abilities. Once on the planet surface, players work to advance and gain territory, taking out enemies and capturing their Command Posts. Missions also have key objectives that must be completed in order to accomplish victory.

In addition, this version of **Star Wars Battlefront II** offers three unique challenges in which the player must fulfil key objectives in specific missions.

MAIN MENU



OPTIONS

GAME OPTIONS

Viewpoint

Allows you to choose between first or third person viewpoint when playing as infantry.

Auto Target

When this is set to ON, you will automatically target enemies near your reticule.

Aim Assist

Switch this ON if you want the game to help you aim when attacking enemies.

Sticky Reticule

Turn this ON to slow your reticule movement when a target is highlighted.

Display Enemy Icons

This option allows you to turn on and off enemy icons, enabling the player to view the enemy easier from a distance.

AI Difficulty

Choose between Normal and Elite. By default, Elite difficulty disables all targeting assistance. In Multiplayer, the difficulty setting is determined by the Session Host, and will override your setting.

Tool Tips

This option allows you to toggle the in game tips to AUTO (tool tips display only once), ON, or OFF.

Friendly Fire

Turn this ON or OFF to determine whether units on the same team can damage each other.

AUDIO OPTIONS

Here you can adjust the sound effects and music in the game.

CONTROLS

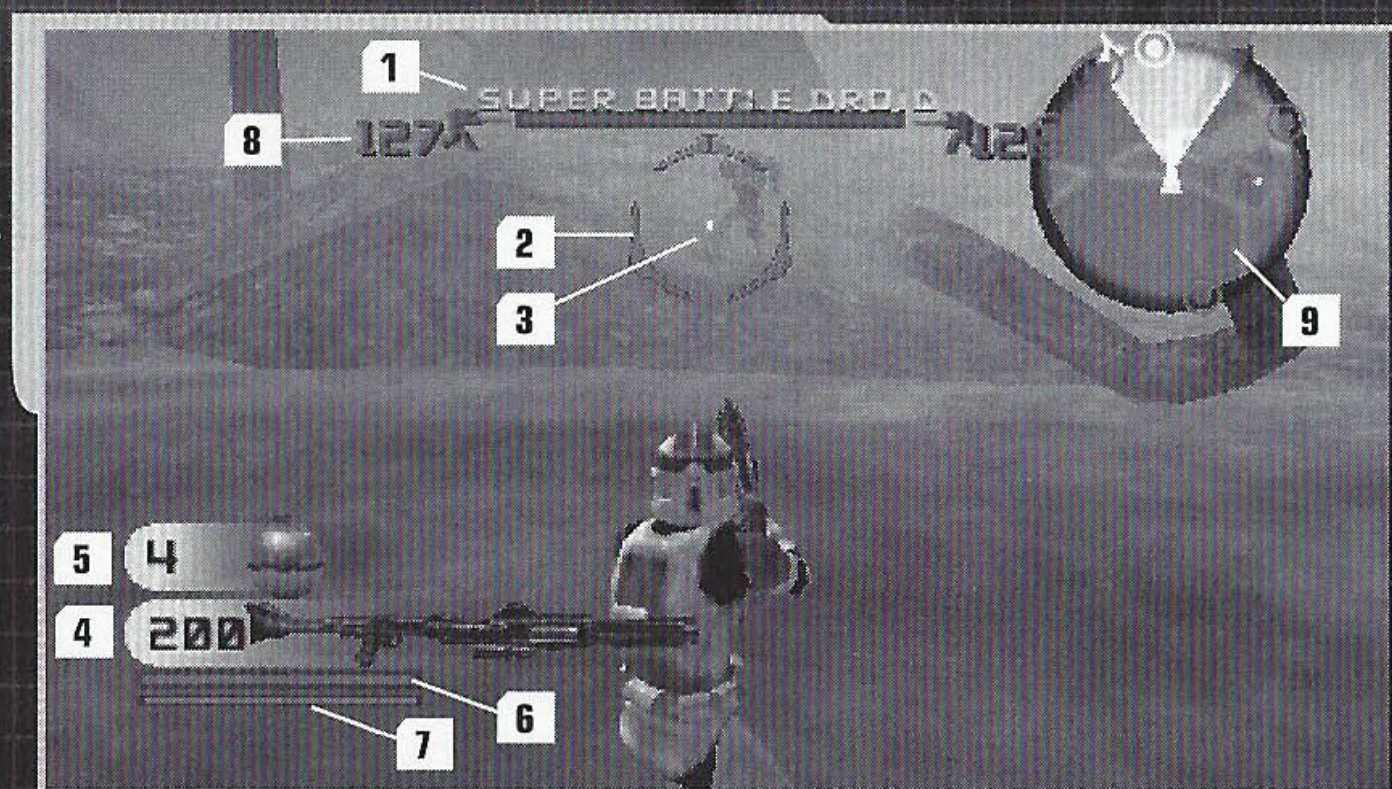
Here you are presented with several control schemes you can choose from that best suit your preferences.

CREDITS

See the many people who worked hard to make this game.



GAME SCREEN



1 Target Information: The name of your currently highlighted target will appear along with a health bar. Friendly targets appear blue, enemies appear in red, and mission objectives and native factions will appear yellow.

2 Target Reticule: When the reticule is over a friendly unit it will turn Blue; if it is pointed at an enemy it will turn Red. Tick marks around the interior of the reticule indicate the ammo remaining in your current clip. Some weapons generate heat, which will appear as a circular bar within the reticule. If a weapon overheats you must wait until it cools to fire again. Reload/Recharge time is indicated by three dots at the bottom, or around the edges of the reticule.

3 Successful Hit Indicator: When you score a hit on a target, the centre of the reticule will flash with three curved lines. When you land a critical hit on an enemy combatant or vehicle you will see three prongs appear in the reticule.

4 Primary Weapon/Ammo: The icon on the left shows the weapon equipped. Scrolling using the Directional Buttons you can scroll through your primary and secondary weapons. The numbers represent the total amount of ammo remaining.

5 Secondary Weapon/Ammo: The icon on the left shows the weapon equipped. Scrolling using the Directional Buttons you can scroll through your primary and secondary weapons. The numbers represent the total amount of ammo remaining.

6 Health: Represents how much damage you can take before you become another statistic in the Galactic Database.

7 Power Meter: This bar is depleted by sprinting, rolling, or jumping and recharges over time. Vehicles can use this power for speed boosts and evasive manoeuvres. Jedi Force powers also draw from this bar.

8 Reinforcement Meter: The numbers represent the reinforcements remaining for each faction. The player's faction appears Blue and the enemy is Red. For more information, see Reinforcements, page 17. During Capture the Flag games, this meter is replaced by a score keeper.

9 Mini-Map: See page 14 for more information.

Vehicle Position Indicator:

In vehicles with multiple positions, your position will be indicated by a yellow triangle. Allies in the vehicle will appear as purple octagons.

Timer: Keeps track of progress through the level.

Goal Counter: This will keep track of accomplished vs. outstanding goals in the three unique game types.

Energy Meter: Some classes have special equipment such as a jet packs or shields that will require energy. Deactivating the equipment will cause this meter to recharge.

PAUSE SCREEN

Press the START button to pause the game. Here you can access the following options:

RESUME GAME

Returns you to the battlefield.

OPTIONS

Allows access to most of the options available from the Main Menu.

RESPAWN

Choosing this option will kill your current character, costing your team one reinforcement. You will then be able to respawn at any friendly Command Post.

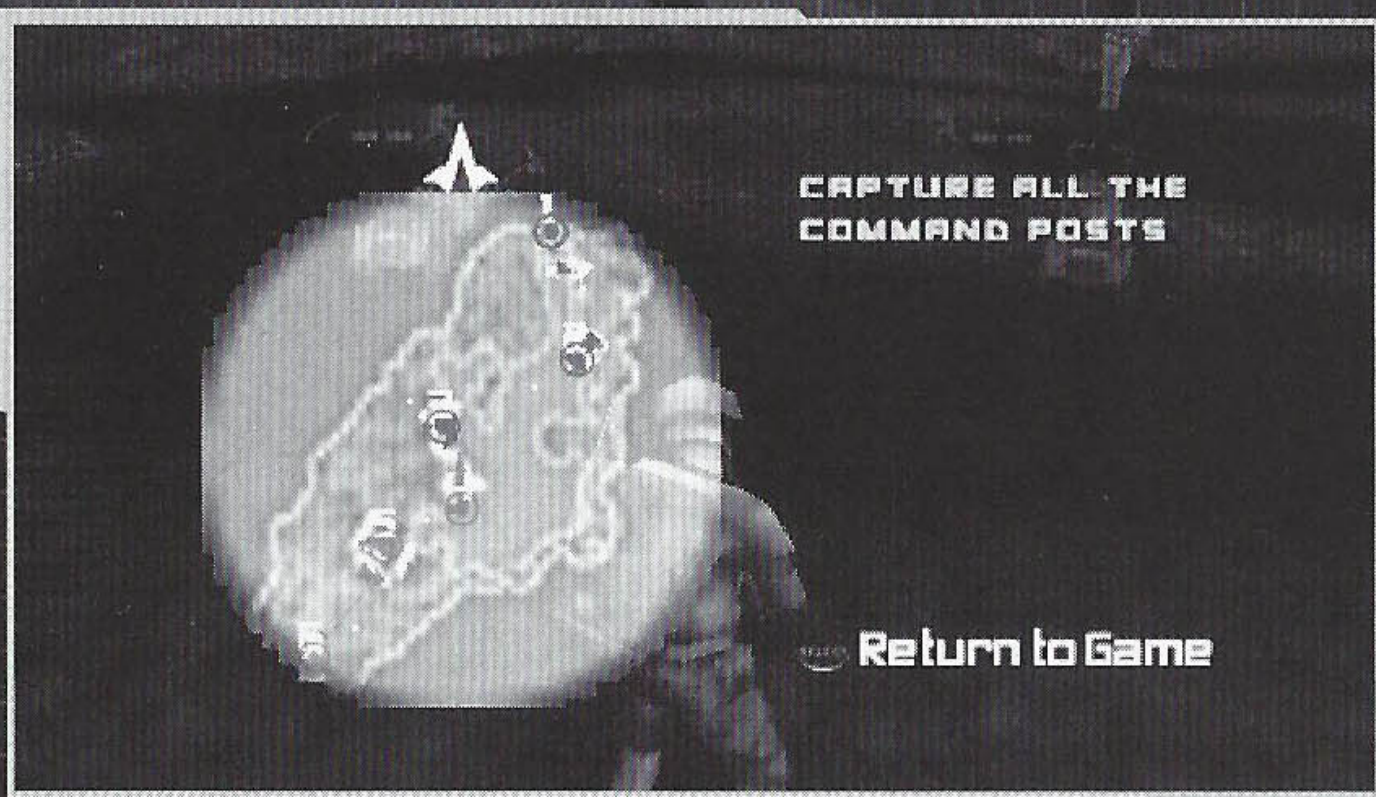
RESTART MISSION

Starts the mission from the beginning.

QUIT

Return to the Main Menu.

MAP



This displays your location relative to the environment. The green triangle represents the player and the direction it is pointing will be relative to the direction the player is facing in the game. The white inverted triangle emanating from the green triangle represents the Field Of Vision for the player. Blue triangles indicate friendly units and red triangles indicate enemies. Yellow triangles represent native species, which may or may not be hostile depending on your faction. The triangles representing units will flash if they're taking damage. Command Posts appear as ringed dots, coloured blue for friendly, red for enemy, and white for neutral. Objects that can be used as cover appear light grey. Turrets appear as white dots with a line indicating facing. Unoccupied vehicles appear as white silhouettes; occupied vehicles are silhouettes with the appropriate colour.

In the Rogue Assassin game mode, the main target(s) will appear with a blinking yellow circle surrounding their red triangle icons.

In the Rebel Raider game mode, the Contraband will appear as yellow flags surrounded by blinking triangles. A blinking yellow circle designates the base to which the player must bring the contraband to obtain credit.

The map spins to orient its position relative to the direction that the player is facing when in the default mode. There will always be a white triangle just beyond the edge of the map indicating north. When the map is enlarged (by pressing the SELECT button), it remains static regardless of the player's facing.

Command Posts, Objectives, Contraband, and Main Targets are always displayed even if they are beyond the radius of the map. They will appear at the edge of the map indicating the direction the player will need to travel to get to them.

By pressing the SELECT button, the map will expand to full screen to show the entire battlefield and all Command Posts. This will also display your mission objectives. Pressing the SELECT button again will place the map back in its default position.



COMMAND POSTS

Each battlefield contains tactical positions in key locations across the map known as Command Posts, which are vital because:

- ◀ Reinforcements are deployed at them. Whenever a player dies, any friendly Command Post is available to deploy at. If a team has no Command Posts under its control, it cannot deploy reinforcements until a Command Post is recaptured.
- ◀ In Conquest mode, if a team controls the majority of the Command Posts on a map, the opposing team will begin losing reinforcements automatically. If a team controls all of the Command Posts on a map, a victory timer will start counting down.
- ◀ Units can change their class at any Command Post, allowing adaptability to battle conditions. Press up on the directional buttons (depending on your control configuration) when near a friendly Command Post to change classes. The exception to this rule is if the player has selected a Jedi unit, in which case you are unable to change until the Jedi has left the battle.

COMMAND POST OWNERSHIP

To capture an enemy or neutral Command Post, you must stand within its capture radius. An icon will appear on screen if you are close enough. If there are no enemy units nearby, the capture icon will slowly change colour from red to white to blue. When the capture icon is completely blue, the Command Post will now belong to your team.

The rate of capture increases if additional friendly units are nearby. If enemy units approach, the capture icon will alternate between blue and red until one side is driven off. You cannot capture a Command Post while in a vehicle.

Some Command Posts are permanently owned and cannot be captured by the opposing team. Some of these can be destroyed. Only human players can repair these destructible Command Posts. Destructible Command Posts appear on the map as diamonds instead of dots.

Certain vehicles, such as the Imperial AT-ATs and transport ships, are Mobile Command Posts. Mobile Command Posts cannot be captured, but can be destroyed, in which case they will reappear after a set amount of time.

REINFORCEMENTS

Reinforcement Points represent the number of reinforcements that each team can field. They are displayed in the reinforcement meter near the mini-map. The blue and red numbers represent friendly and enemy reinforcements respectively.

Units can continue to join the game as long as two conditions are met: there are Reinforcement Points remaining, and that at least one Command Post is owned.

When a unit dies, it takes one point off its team's reinforcement total. Any number of units can still deploy as long as one reinforcement point remains. However, if the Reinforcement Points reach zero, the team loses. During some Challenges, one or both teams will have infinite reinforcements.

For Single player games, you can deploy immediately after dying. In multiplayer games, a reinforcement timer is set for the map. Each time the timer counts down, reinforcements are deployed for both sides.

When the number of reinforcements matches the number of units on the field, that team will no longer lose reinforcements automatically. This is true even if that team has two or fewer Command Posts controlled. This is done to make sure that victory is earned by defeating all enemy units in combat or by capturing and holding all Command Posts on a map. In addition, AI units will no longer respawn when killed at this stage of the game. This rule provides human players with the most opportunities to affect the outcome of the game.

HEROES

Throughout the game, players will have the opportunity to play as the incredibly powerful hero characters. When certain conditions have been met, a prompt will appear on-screen indicating to the player that a hero is now available. The player will have a limited amount of time to take advantage of the hero, as indicated by the glowing Hero Bar (this will be at the bottom of the screen, replacing your Health Bar.) Taking damage will reduce the time remaining on the hero bar, but defeating enemies will increase it. A skillful player will be able to prolong their time with these unique classes. Each hero has an array of unique powers and abilities that can be used to dominate the battlefield. When a hero is defeated, it will leave the battlefield, and may respawn later in the match.

VEHICLES

There are several distinct classes of vehicles that can be piloted, ranging from fast speeder bikes to fearsome AT-AT walkers. Scattered throughout the map are Vehicle Repair Droids. Just approach one of these to have your armour repaired and ammo refilled automatically.



PLAY MODES

SINGLE PLAYER CHALLENGES

REBEL RAIDER

The Rebel smuggler from **Star Wars Battlefront II** becomes a hero of this Challenge.

In each mission, the player must gather all the Contraband on the map and return it to the base as quickly as possible. If the player successfully gathers all the Contraband, it will unlock the next map, where there is increased difficulty.

ROGUE ASSASSIN

This Challenge follows the exploits of a hired gun, an ex-Republic Arc Trooper, as he gathers bounties throughout the galaxy.

In each mission the player must eliminate all targets on the map as quickly as possible. Players will get kill points for killing bodyguards, but major points will come from eliminating the main targets as quickly as possible. If the player successfully eliminates all the main targets on the map, it unlocks the next map, where there is an increased difficulty, and there will be additional targets to eliminate on the new maps.

IMPERIAL ENFORCER

This Challenge tells the story of an Imperial Scout sent across the galaxy to hunt alien species for the Empire.

The player starts in the world as a sniper. The map is filled with a finite number of aliens indigenous to that map. The player must eliminate all enemies on the map in the quickest amount of time. If the player successfully hunts all the aliens on the map, it unlocks the next map.

TWO GAME MODES

CO-OP WIRELESS MODE: Two to four players working together.

COMPETITIVE WIRELESS MODE: Each player competes to complete the mission objectives first.

GALACTIC CONQUEST

In this mode, the player uses strategy to take control of planets and dominate the Galaxy. First, you choose a map configuration based on the conflicts from both eras of *Star Wars* history. There are four galactic configurations, one for each of the four factions (Rebel, Empire, CIS and Republic). You will begin each campaign with two base planets and one fleet. Additional fleets can be constructed at an open, friendly base planet. To win, you must conquer each of the enemy's bases and defeat their fleets. The game ends if all your bases and fleets are lost.

The game is played in turns, with the player starting first. Each turn is divided into three phases:

ACQUISITION

During the first phase you can spend the credits that you have earned through victory in battle to construct new fleets, recruit new unit classes, or purchase bonuses. Additional fleets can be constructed at an open friendly base planet. When you begin the campaign, only the basic soldier class will be available to your team. New units can be recruited during any turn and will permanently join your forces. You can also purchase up to three bonuses at any time. A Bonus can be used before a battle to enhance your forces, or cripple the enemy's.

MOVEMENT/COMBAT

After making purchases you will select a fleet and move it, or choose to end your turn. If you move your fleet into empty space, or onto a friendly base, your turn will end. If you move your fleet into a space occupied by an enemy fleet, or an enemy base, you will engage the enemy in combat. Fleet to fleet combat will occur in space, assaults on an enemy base will occur on the planetary map. Before attacking the enemy, you will have the option to select a battle mode, and then play a bonus card (if any are available). Battle ends when either fleet is destroyed, or the planet is captured.

SUMMARY

At the end of a turn there is a summary screen displaying the status of the entire galaxy, including how many planets you control and how many fleets you've deployed. This is useful for planning your next turn. Once your turn is complete, the enemy will proceed through the same three phases, completing the round.

INSTANT ACTION

This mode lets you jump right into a battle of your choice. There are multiple instant action game types available, and each can be customised in the game options before launching. All five Instant Action modes allow you to compete against up to three other players through the wireless connection.

CONQUEST

In Conquest mode, victory is achieved by capturing all Command Posts on the battlefield, or by defeating all opposing reinforcements. This is the classic *Star Wars Battlefront* mode.

1-FLAG CTF

Players score points by returning the flag to their home base. Victory is achieved when a predetermined score is met.

2-FLAG CTF

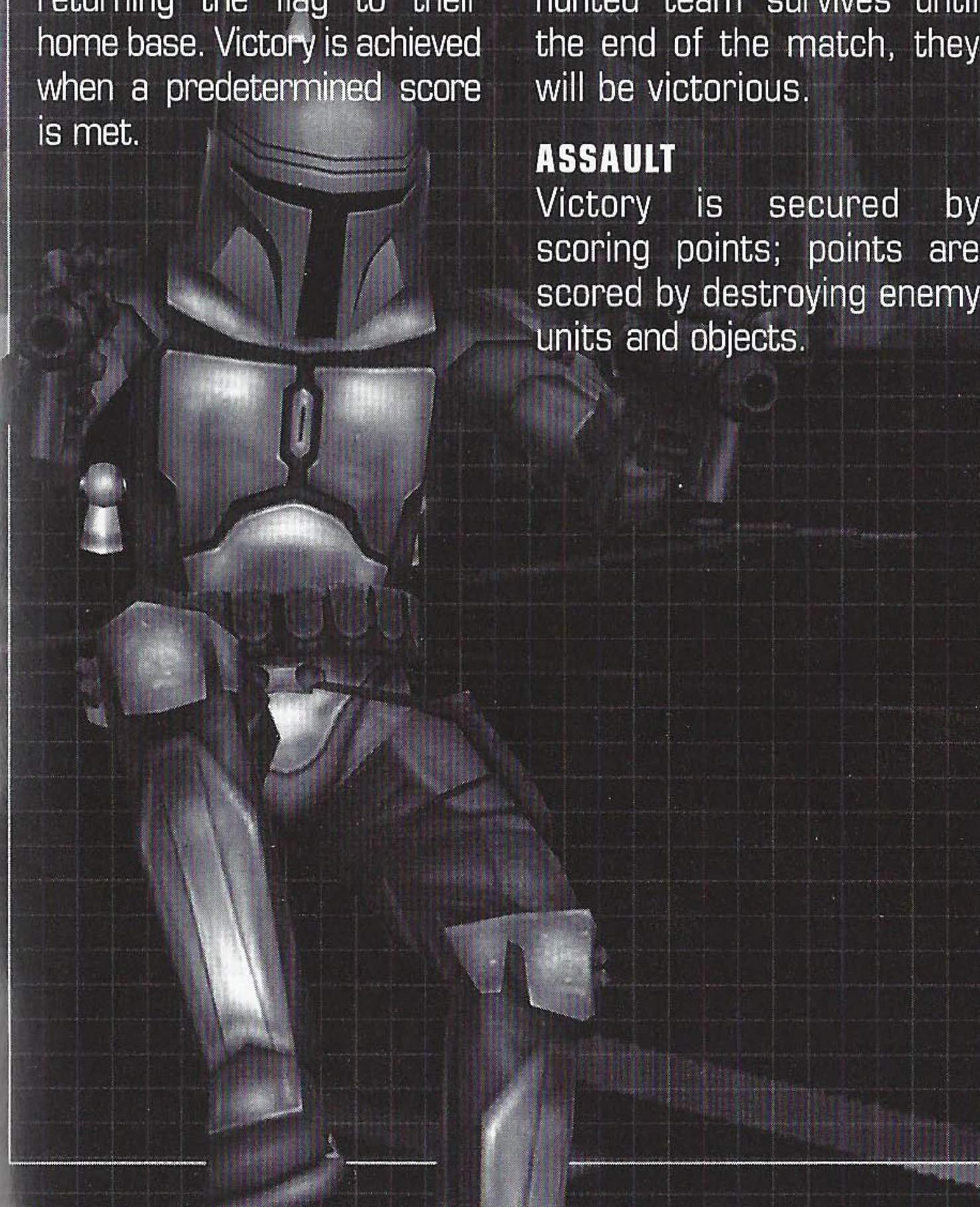
This is similar to 1-Flag mode, but there are two flags. Each team has a flag at their base.

HUNT

In this mode, the hunting team attempts to eliminate the entire hunted team within the time limit. If the hunted team survives until the end of the match, they will be victorious.

ASSAULT

Victory is secured by scoring points; points are scored by destroying enemy units and objects.



MULTIPLAYER

CREATE

This option allows you to host a game yourself. First enter any name for the game (the default is your profile name), then choose the map(s), and finally set the Instant Action options.

SESSION OPTIONS

GLOBAL OPTIONS: Allows you to change options that affect all game types.

HOST OPTIONS: Allows you to change options when hosting games with other players.

HERO OPTIONS: You can change the conditions to unlock the heroes.

CONQUEST OPTIONS: Changes options in Conquest game mode.

CTF OPTIONS: Changes options in CTF game mode.

HUNT OPTIONS: Changes options in Hunt game mode.

ASSAULT OPTIONS: Changes options in Assault game mode.

GLOBAL OPTIONS

AI Units Per Team: Allows you to set the number of AI-controlled units fighting for each team.

AI DIFFICULTY LEVEL: Select between Veteran and Elite to change the effectiveness of AI units.

HOST OPTIONS

TEAM DAMAGE: Toggle the ability for players to cause damage to teammates.

AIM ASSIST: Toggles assisted aiming for all players.

SHOW PLAYER NAMES: Toggles the display of player names over their characters in game.

TEAMS: This can be toggled between Auto Assign, which automatically evenly distributes players between the two teams as they join the game, or Player Select, which allows players to choose their team when they join.

MAX PLAYERS: Allows you to set the maximum number of players allowed in the game.

WARM-UP: Select duration of warm-up mode before each battle.

SAVING THE GAME

The game gives you the option to save your game when completing a mission. In Galactic Conquest mode you will also have the option to Save and Load from the pause menu. You will also be prompted to save your game whenever you alter any options, in which case the data will be saved to your profile.

ITEMS ON THE BATTLEFIELD

Defeated enemies occasionally drop items that you can collect to replenish or enhance your character.

White Container	Extra Ammunition
Blue Tank	Restores Health
Yellow Tank	Restores Stamina
Green Tank	Restores Defence
Red Tank	Enhances Attack

MEDALS AND AWARDS

Certain accomplishments are tracked in the game. If a player accomplishes certain goals within the course of one life (such as 6 headshots with a sniper rifle), he will earn a medal.

By accumulating Medals players begin to unlock the different levels of an award. In Single Player games, these Awards will be tracked over the career and anything unlocked will be available in all modes.

AWARDS

Gunslinger	Precision Pistol	6 Kills with Pistol
Frenzy	Elite Assault Rifle	12 Kills with Blaster Rifle
Demolition	Guidable Rockets	4 Critical Hits vs. Vehicles
Technician	Vehicle Regen	Slice into a Vehicle
Marksman	Particle Beam Rifle	6 Headshots with Sniper Rifle
Regulator	Flechette Shotgun	8 Kills with Shotgun
Endurance	Energy Recuperation	8 Points
Guardian	Shielding	16 Points
War Hero	Damage Increase	24 Points



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